

Regatta Player Cheat Sheet (2024)

Victory Conditions

- Race ends either once a Boat has fully crossed the finish line, or we run out of time.
- Player with most VP wins. Total depends on final position in the race and accumulated loot tokens.

Start of Turn

Wind

- Determine wind direction: roll 3 erac and 3 oran and move wind one step per result (see template).

Events

- Roll 1 CS per four non-destroyed player Boats (rounding up), with an event occurring if there is at least one success. The player with the Boat in last position resolves the event (measuring to stern of Boat).

Initiative

Player may do one of:

- Activate whole Crew;
- Play shenanigans (starting on the 2nd turn) – see Events table for details;
 - ▶ Players may convert loot tokens into Shenanigan tokens
 - ▶ Any other player may counter by paying cost + 1
- Pass.

Crew Activation

(1) Movement, do one of:

- Stay put;
- May: *Move Cautiously*;
- Move at full speed. Roll Agility Test if on a Boat;
- Jump across Boats, if room available. Roll Agility Test at -1 per inch jumped (rounding down), or fall in water halfway between the two Boats;
- Paddle: if in the water without a Swim speed, move up to 1/3 Movement.

(2) Then either:

- Use regular activation abilities;
- Attempt to a repair a destroyed, stationary Boat: roll 1 CS⁽¹⁾, Boat gains 1 Stamina per success;
- Climb on board (if in the water & in contact with a Boat with room on it)⁽¹⁾⁽²⁾;
- Man the sails⁽¹⁾;
- Row the Boat⁽¹⁾;
- Steer the Boat (once per turn if Boat is moving, twice per turn if Boat stationary)⁽¹⁾;
- Remove one boat/grappling hook from Boat⁽¹⁾;
- Use boat hooks (range 2") or grappling hooks (range 6") to grab another Boat: roll 1 CS, on success Boats are linked⁽¹⁾;
- Use Ranged Weapons against other Crew or Creatures.

⁽¹⁾ the model cannot then initiate combat during the Combat Phase. *Tiny models, Beasts, and Objects cannot operate a Boat in any way.*

⁽²⁾ alternatively, a Boat will automatically "pick up" any Crew it comes in contact with during its move (including steering), if there is room aboard.

Agility Test

- Roll D6, passed on 2+. May re-roll if *Sure-footed*.

Combat Sequence

1. Non-player Boats move.
2. Creatures move cautiously then attack.
3. Crew resolve combat.
4. Boats move.

Combat

- Combating models must be in base contact, or reasonably so.
- Crew may support each other if they are in base contact, or reasonably so.
- Crew may attack enemy Boats, enemy Crew, and/or creatures.
 - Crew in the water attack at -1 CS (minimum 1), the attacks are *Weak*.
- Crew-upon-Crew attacks are non-lethal: Crew that fail a Toughness test are *Stunned*, and drop any prizes they might be carrying. Additionally, pass an Agility Test or fall overboard.
- Attacks from creatures are lethal.

Boats

Destroyed Boats

- Stops immediately, becomes movable obstacle. Crew remains on board and may repair.

Linked Boats (using hooks)

- If side by side: use largest Boat's speed. Use slowest Boat's speed if same size.
- If prow-to-stern: front Boat slows by 1" + 1" per inch of difference in length.
 - Effect is cumulative if multiple Boats are linked.
 - A negative speed is rounded up to zero speed.

Ramming a Boat

- Strength: add speeds if prow-to-prow, subtract if stern-to-prow, use ramming Boat's speed otherwise.
- Roll one attack against each Boat, CS is 1/2 strength rounded up
- Boats rolls Toughness if required.
- Crew must roll Agility Test at -1 per success above.
- If the Boat is equipped with a Ram, the attack is Very Powerful.

Ramming an obstacle

- Strength: use Boat's speed, doubling it if obstacle is immovable (e.g.: the shore, an island).
- If movable and there is room, pivot the obstacles the Boat can continue moving. If no room, Boat and obstacle will move together at 1/2 Boat speed.

Note on barges

- For the sake of simplicity and fairness, barges attached to boats cannot be separated.

Anchor

- Requires one activation to drop, two to raise.
- Roll an attack with one CS per inch of speed above 2", attack is *Powerful* if speed is greater than 5".

Fire

- Roll for each flame token in the End Phase: on a 1 the token is removed, on a 5+ another token is placed next to it.
- The fire token then moves 1-2" in a random direction. If it ends up over water it is removed immediately.
- Tokens can be attacked, they have 2 CS, a 5+ save, and are instinctive(2,0) and indomitable. They will attack everything in contact with them at the end of the Combat Phase, including the boat they're on.
- If a boat is destroyed, there's enough water leaking in to immediately remove all the flame tokens.